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STXRoyalRangers.com.....

**Online Registration; Games and Shooting Sports Information;
Map/Directions to Camp Williams; Updated Powwow Information**

A 2019 STXRR Certified Worker form REQUIRED for overnight adult campers

Please consider a later departure time on Sunday to allow your outpost to stay and assist with camp teardown. Many hands make light work!

NOTE Some Powwow activities will require preparation before camp. Please review the packet carefully regarding events and tournaments.

SCHEDULE: Due to the wide range of games and events in a limited duration, boys must make choices about what they choose to participate in. It will not be possible to “Do It All”. Please see the scheduled events that overlap and share it with your boys so they can “Choose Their Own Adventure”.

THE CROSSOVER CEREMONY

Dear Ranger Leader,

Every day, a spiritual battle faces each and every young man. Whether or not they realize it, that battle is real and the stakes are eternal! Our culture in America is not suited for a young man looking to grow spiritually into the godly man the Lord desires. Young men are bombarded with issues at home and school and are constantly fed messages by our society about what it takes to be "a real man". In First Corinthians 13:11, Paul writes, "When I was a child, I spoke as a child, I understood as a child, I thought as a child; but when I became a man, I put away childish things." Unfortunately, our young men have no defined "rite of passage" that separates the beginning of their manhood either physically or spiritually.

With that need in mind, in 1998, the district leadership team developed a ceremony that introduced our young men to the correct approach in crossing from a childlike mindset to accepting the responsibilities and thought process of a godly man. Since 1998, at each South Texas District Powwow, we have conducted the "Crossover Ceremony" for Adventure and Expedition Rangers allowing them at an appropriate time to "crossover" into godly manhood. Each young man takes a definite step with a host of witnesses who will be there to pray for and encourage him as he takes a public step of faith. Each participant will also be given a special coin that will forever be a symbol of the crossing over that took place. He will also have the opportunity to partake with the staff in Holy

Communion reminding him of what Jesus has already accomplished in his life.

The ceremony will be held Saturday night after the evening service and altar call. The ceremony is open to Adventure Rangers, Expedition Rangers, leaders and personal mentors that are able to attend. We ask that all leaders make sure there is appropriate supervision in their camps before they attend. This is an opportunity as leaders to relate to our young men and walk beside them as they journey into a deeper adventure with Christ. How we approach and treat them on this journey will have a great impact on their walk and their success in transitioning into a godly man. If you do not wish for your young man to participate in this memorable occasion or feel that he is not yet ready spiritually for this commitment, please communicate your decision with him ahead of time. When registering online, registrants will be able to select the Crossover Ceremony option if they plan to participate. Please encourage them to select this option before camp if they plan to participate. We hope you are as excited about sharing this opportunity with the future men in South Texas as we are!



Jason Bone

District Director

South Texas Royal Rangers

CAMP MEALS

This year food will be prepared and served from the Camp Grill. Meals will be served in a “come and go” fashion. We hope to make this camp experience as easy as possible on all outpost leadership by requiring less time in the kitchen cooking and cleaning and more time enjoying camp while mentoring future men. Each outpost is responsible for Friday’s lunch, whether you bring it with you, eat on the way, or buy it from the snack bar on site. The snack bar will be open starting at noon on Friday. Day campers will be fed 2 meals with your outpost for Saturday (lunch and dinner). Meals will

include milk or juice (for breakfast), or tea, lemonade, or water. Sodas will be available for purchase at the snack bar. If a camper wishes to buy snack foods or extra meals, he may do so with cash. Each outpost should also bring enough water and drinks to keep their campers hydrated throughout camp. Groups are welcome to eat in their own campsites or elsewhere on Powwow grounds. Please be cognizant of trash. **Dietary restrictions such as allergies etc. should be considered and accounted for by each outpost.**

VOLUNTEERS

Powwow will provide each leader in the district an opportunity to serve in at least 2 time slots. There will be a sign-up sheet located at registration for each adult leader (Pastors excluded) to choose at least 2 areas of camp service, on a first come, first served basis. These opportunities will include game judges, cooks, servers, parking lot attendants, shooting sports assistants, etc. For advanced requests, please email chad@stxroyalrangers.com. Men who complete their service requirement earn a chance to win a giant RTIC cooler!

OUTPOST GUESTS

A core value of Powwow is to serve as an evangelistic camp. It’s an adventurous place for your boys to invite their friends to introduce them to Rangers and more importantly to Jesus! Please encourage your future men to invite their school friends, neighbors, and sports teammates. Help build their confidence in sharing the gospel while you gain an opportunity to help a boy find an everlasting relationship with Jesus Christ. **Printable posters/flyers are available on STXRoyalRangers.com to help your Rangers invite their friends.**

THE ‘BOTTOM LINE’

The South Texas Royal Rangers Powwow is a camp with a purpose. It’s designed to energize and excite every boy in your outpost, church and community – from the youngest to the oldest. It’s a time to adventure together with your young men and to give them a taste of the many things that the church and Royal Rangers has to offer. It’s also a time of revival as we attend Spirit-filled services and worship to reach the lost as well as bolster the weary warrior. We’ve worked hard to make it as easy as possible for a local outpost or youth group to enjoy camp at an affordable cost with minimal camping gear. We’ve tirelessly sought supply, equipment and service donations for the district to maintain the lowest camp cost possible and provide a great value to each camper present. For as low as \$57 per pre-registered, chartered Ranger (or as low as \$67 for pre-registered, unchartered Rangers), campers will receive camp admission, a Powwow 2019 t-shirt, 5 hearty meals, access to more games and events than they have time for, a Velcro-backed PVC patch and a life changing experience they will bring back to their homes and schools. Come join us and invite your Ranger’s friends, your Pastors and dads and let’s worship together!

PRE-REGISTRATION

All adults must pre-register to be permitted to stay overnight on the Powwow Grounds. Due to district insurance policies, **each overnight adult camper must be listed on the signed STXRR 2019 CERTIFIED WORKER FORM on file for their outpost.** This form is available on STXRoyalRangers.com and **should be turned in by Friday, April 12, 2019.** It is greatly encouraged that boys pre-register as well. Boys under 18 will be permitted to register at the gate. They must provide the required fees for admittance and must be registered using the online form submission at STXRoyalRangers.com.

Pre-registration is EASY!

- 1) Parents/Guardians must complete and e-sign the online registration for their camper (whether an overnight or day camper) at: STXRoyalRangers.com. **Printable post cards are available on STXRoyalRangers.com** to direct parents to our website and provide them with your outpost number. Adults/Leaders must complete their own registration.
- 2) Print out the Registration Confirmation sheet.
- 3) Parents/Guardians can then pay online or by submitting a check to their local Outpost Coordinator with their confirmation printout. Outpost coordinators can submit payment for the entire outpost to the district P.O. Box. Please collect all the fees as indicated on the individual registration confirmation printouts and send a church check (postmarked by the deadline below) to:

STX Royal Rangers
Powwow Registration
PO Box 430127
Houston, TX 77243-0127

Early Bird Discount Deadline: Friday, March 8, 2019

Pre-Registration Deadline: Friday, April 12, 2019

Final Registration: anytime after Friday, April 2019

Adult campers may register after April 12, 2019 provided they are listed on their church's "STXRR 2019 CERTIFIED WORKER FORM"

"STXRR 2019 CERTIFIED WORKER FORMS" and payments should be submitted electronically or postmarked on or before April 12, 2019. Your registration (and price discount) is not complete until we receive payment by the dates above. Outpost coordinators are able to log on to the South Texas Portal and access a list of campers registered from their outpost along with payment history and registration status. Tickets may be used by any camper regardless of original purchaser but refunds will not be issued for unused tickets.

ON-SITE CHECK-IN

A Powwow Info Booth will be maintained at registration for coordination and informational purposes. During registration, the Outpost Coordinator or other designated leader is responsible for turning in any required paperwork and paying the fees for each camper before a campsite will be issued. Upon arrival, please be prepared for your entire party to disembark the vehicle at registration. We will check in each camper and **verify every adult's picture ID** before admission. Each adult's photo ID must match his name listed on the application for admittance. A complete pre-registration will greatly accelerate this process as names, fees and paperwork will be verified in advance. **Outposts who are completely pre-**

registered will be admitted through an express lane and greatly expedite their process on-site. Boys registered at the gate must have had forms pre-submitted online. Payment for on-site registration or any other remaining outpost balance is due before entering camp. Any boys exceeding the outpost's total number of pre-registered boys will be charged an admission fee before entry. Unused registration fees will not be refunded. No adult registration transfers will be permitted after the pre-registration deadline. If a pre-registered boy is unable to attend, we greatly encourage you to invite another boy in his place!

OUTPOST COORDINATORS' WEB PORTAL

The Outpost Coordinator's Portal will give instant access to each outpost's registration summary. Outpost Coordinators are encouraged to apply for their access online at STXRoyalRangers.com.

FCF ACTIVITIES

The FCF Village will be open for viewing and demonstrations on Saturday. Those camping in the FCF Village will be displaying FCF trades, items and other skills for the enjoyment of the boys. Select FCF members will be firing a cannon hourly at a target during Village visitation hours. **A selection of patrols actively participating in FCF village activities have the privilege of aiming the cannon before the cannons fire it!** Powwow points will be given for FCF Village participation

and for the outposts who land a cannon hit! All new members that completed their FCF requirements and attended the 2019 Frontier Adventure in late February will be able to participate in the "Call Out" recognizing them at the Saturday afternoon assembly.

Select FCF members will also serve as our color guard for the duration of camp.

POWWOW STORE

We are preparing for the largest STXRR store selection EVER! Come early Friday and visit the Powwow Store to see the all the Powwow and STXRR gear that we've got for you. Hats, shirts, hoodies, special PVC patches, polos, bags, sunglasses and more!

AWARDS

DISTRICT DIRECTOR'S AWARD:

The Outpost with the most Gold (or equivalent) medals for each division will receive a traveling trophy to be kept for one year on display by the Outpost. Outposts with 26 or more campers will compete in the Blue division, while outposts with 25 or fewer campers will compete in the Red division. The receiving outpost is to return the award the following year so that it can be awarded once again. Boys will earn tickets or medals for participation in all facets of the camp. Powwow staff will also randomly award tickets throughout camp whenever they observe a boy exhibiting specific points of the Ranger Code. These will be in addition to those earned by boys who win games and competitions and outposts or sections who win team awards. Outpost numbers will be written on each

wristband for your Ranger's to quickly identify themselves. All tickets should be deposited in the master ticket box located near the store for counting.

Best Outpost Entrance: Medals will be awarded to each outpost in the section whose camp entrance is voted "Best in Camp". Extreme preference will be to entrances that match our theme.

Best Patrol Insignia: Points will be awarded for best patrol insignia in the Discovery, Adventure and Expedition Rangers categories.

DISCIPLESIP TRAIL: We will provide a section of camp for leaders and Pastors to take a small group through. Both men and boys should come prepared to be challenged together. Participation awards will

be provided after an adult certifies completion. Those who participate will be entered to win one of the 3 available prizes. One young man from each age group will be selected to choose from the available prizes: a GoPro Hero 7, a Nintendo Switch, or a Drone.

GAMES: Participation Raffle Tickets will be given to each boy completing a game. Winners will be

OUTPOST VIDEO CHALLENGE

Outposts are asked to create Powwow videos prior to camp with the suggested theme: “Why I can’t wait until Powwow!” Videos should be posted to YouTube. We will link winners to the district webpage and award medals for participation and excellence. For instructions or guidance please email tj@STXRoyalRangers.com

PATROL INSIGNIA JUDGING

Conducted at the assembly area during Sunday School, the patrol items will be judged by age group. Judging will be on the basis of originality, quality, effort expended, and appropriateness.

RANGER DERBY

Ranger Derby at Powwow will use an adaptation of several section rules. Our Powwow Ranger Derby will be held in the red barn. Cars must be registered by 10AM Saturday at the camp store. 1 car per registered camper per class (a racer can enter up to 1 regular class and 1 unlimited class car each). Spectators and race participants are welcome and encouraged during the race.

Our race management software lets us record team results and Powwow medals will be awarded for the fastest overall team as well as 1st, 2nd, and 3rd in each age group (Ranger Kids, Discovery, Adventure, Expedition and Leaders) for both regular and unlimited class cars. Judges will also award medals for design.

Our race will be run on Houston Section’s 6 lane plastic track with computer controlled starting gate and timers accurate to the 1/1000 second. The computer automatically chooses a lane for each car run in 6 different heats to ensure each car runs once in each lane.

Construction Rules:

1. All cars must be constructed from the materials contained within the car kit. (you must use the nails, wheels, and wood parts provided in the kit). Any car kit containing screw type or nail-type axles and 1/4”– 3/8” wide stock wheels (“Scout” style, GPH, etc) is acceptable.

All axles, wheels, and body block must come from the same stock kit (no purchasing premium or “speed” axles). Likewise each complete kit must be a basic, stock kit (no prefabricated cars or “premium” “speed axle” car kits allowed).

given bonus tickets. These tickets should be deposited into the camper’s outpost ticket box located at the camp store for counting/scoring. Some games will result in overall camp placing which will also count towards the District Director’s Award. Medals will be awarded for 1st, 2nd, and 3rd place in each age category.

ASSEMBLY SKITS/HUMAN VIDEOS

We will feature a select few outposts to entertain us during service time with their best skits, human videos and A/V productions. Slots will be on a first come, first served basis and medals will be given to participants and “Best in Class”.

INITIATIVE GAMES

Challenges similar to those found in your Leadership merits will be provided for outposts to solve together. Medals will be awarded for completion. These games will test your boys’ ability to work together and critically.

2. The overall length of the car cannot exceed 7 inches.
3. The overall width of the car cannot exceed 2 3/4 inches
4. The width of the car must not be less than 1 3/4 inches at the points where the axles are to be inserted.
5. The height of the car must not exceed 3 inches at any point.
6. Car ground clearance must be no less than 3/16 inches. Do not place protruding weights, etc. on the bottom of the car.
7. The maximum weight of a car is 5.5 oz. No loose materials of any kind are permitted. Any attached weight must be securely built into or onto the car. Nothing may be taped to the car (hot glue ok). The weight of the cars will be checked at registration on our scales. The weight indicated by our scales is official.
8. The cars must operate on gravity only. No motors, rockets, rubber bands, springs, etc. are permitted.
9. No designs will be allowed that enables the front of the car to extend past the starting gate post. The middle front of each car is to be the longest point.
10. Washers and bearings are prohibited on wheels.
11. Powdered graphite is the ONLY lubricant that can be used.
13. The car must be freewheeling, with no starting devices.
14. Besides light sanding/polishing on the surface of the wheels where they contact the track, you cannot in ANY WAY change the basic configuration of the wheels. They must look just as they did when the kit was purchased.
15. Details such as the steering wheel, driver decals, racing pipes, etc., are permissible and encouraged as long as they do not exceed the maximum length, width, and weight.
16. The Ranger Derby Pit Chief (or his representative) must inspect the car before it may compete. The Pit Chief has the right to disqualify any of the cars that do not meet these specifications. If a car fails inspection once, it will only be re-inspected one time. Each car will be given an untimed "dry run" to ensure it can run the length of the track without interfering with other cars. Any cars which jump lanes, or are unable to finish will be returned to the owner before the race to make repairs. A second and final "dry run" will be completed for any car which did not pass the first test. This procedure will help prevent damage to other cars during the initial heat by cars which do not roll straight. Additionally, it will shorten the race length by removing cars which are unable to finish (DNF) and therefore untimeable by our race software.
17. Once a car passes inspection, it is placed in the pit area where only the commanders in charge of racing the cars are allowed to handle them. If this rule is broken, the car will be disqualified. If the car is damaged while racing or handling, repairs may be made in the pit area by the owner of the car if present. After repair, a car must be re-qualified (weighed, measured) before reentering the race. If the owner is not present and a damaged car can no longer run the length of the track without interfering with other cars, it will be disqualified.
18. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car has trouble on the second run, the contestant is disqualified and automatically loses the heat. If, on the second run, another car is interfered with, the heat will be rerun a third time but without the disqualified car.
19. The person building the car must also prep the axles and wheels. One person cannot prep the wheels and axles for multiple racers.

Unlimited Class Rules:

The previous rules apply with the following changes:

- Overall Height is 3 inches (for garage clearance at the end of the track)
- Axles and wheels can be modified without limitations
- Maximum weight is 7 oz.
- Overall maximum length is 8 3/4 inches
- Any DRY lubricant may be used.

"You've all been to the stadium and seen the athletes race. Everyone runs; one wins. Run to win. All good athletes train hard. They do it for a gold medal that tarnishes and fades. You're after one that's gold eternally. I don't know about you, but I'm running hard for the finish line. I'm giving it everything I've got. No sloppy living for me! I'm staying alert and in top condition. I'm not going to get caught napping, telling everyone else all about it and then missing out myself" – 1 Corinthians 9:24-27 (MSG)

RACERS, ARE YOU READY?!

AIRSOFT COMPETITION

Airsoft will be open to everyone who brings equipment to play. Play will be organized into team competition of various types (elimination, VIP, capture the flag, handguns only, longguns only, automatics, etc). Game rules will be discussed before each round of play. Airsoft will be open from 11 to 2 on Saturday.

Airsoft guns will be turned in at registration, and kept locked until time of play. Please label your equipment or place it in a labeled bag/case. Equipment will be available for pickup by the Outpost Coordinator before departure from camp at the camp store.

All style guns will be permitted (manual spring, co2, electric) as long as they are rated at 400fps and below. .2g 6mm plastic bbs will be provided for play. Each player and spectator will be required to wear wrap around safety glasses (regular eyeglasses alone are insufficient).

Tournament judges reserve the right to remove any player due to equipment, or action at their discretion.

CARDBOARD BOAT REGATTA

The object of the game is to navigate the course on the pond using a hand-built boat constructed of cardboard and adhesives. Medals will be awarded to each outpost's total score for every boat entered into the Regatta (extra medals for spirit décor). Additional medals awarded by age group for placement according to time. Each age group will have 1st, 2nd, and 3rd place medals awarded to the outpost represented by the crew of the winning boats.

- Outposts will construct and decorate boats to bring to Powwow according to the following guidelines:
- Boats will be constructed primarily of cardboard
- Adhesives (tape, glue) may be used, but not fasteners (screws, staples, nails, etc)
- Boats may be painted
- A method of propulsion and steering can be constructed of cardboard or you may use a kayak or canoe paddle.
- Boats must accommodate a crew of 2 Rangers (or 1 adult for the Commander's division)
- For reference, see: www.capecoralregatta.com/boat-building-101.html
- A crew of 2 Rangers (or 1 Commander) will race in heats. The 3 fastest times for each age group will earn camp medals. Boats must remain afloat to receive a finish time.
- A medal will be given for most valiant sinking at judges' discretion.
- The same boat may be raced several times, but each Ranger may only race once.
- Intentional tipping of opponent's boat will not be tolerated.

6 MAN FOOTBALL RULES

TEAM DIVISIONS

Division 1: Teams made up solely of Adventure and Expedition Rangers

Division 2: Teams made up solely of Discovery and Adventure Rangers

Each team should be comprised of no less than 6 players, and not more than 11 players. If you have 12 or more players, please form 2 teams so that each boy will get to play more time. Every boy on the team must play a minimum of 12 plays during the course of any one game. No one player may play quarterback for more than 3 downs and may not return to the quarterback position until 3 more downs have been played.

Teams in Division 1 level may have no more than 4 Expedition Rangers on the field at any one time, however they may have as many or as few Adventure or Expedition Rangers on the team as they want, within the player limits. Teams in Division 2 may have no more than 4 Adventure Rangers on the field at any one time.

THE FIELD

Length: 45Yds

Width: 30-40 Yds

End zone 10Yds Depth

THE GAME

The game will consist of two 15min halves (Running clock no timeouts except in case of injury and all games will take a time out at that time). There will be a 5 minute half time between halves. Time is started by the sound of a horn and will stop by the same sound, if a play has already started before the sound of the cease play horn the play will be allowed to continue.

Team to get the ball first will be decided by chance. The team that wins the toss will get the ball first while the other team will start the second half with the ball.

Teams need to wear the same color T-shirt, and must wear them tucked in. This is not a shirts and skins game and you must have a shirt on to participate. In the event two teams facing each other have the same color shirt one team will be asked to turn shirts inside out. Cleats are NOT permitted for this event any player wearing them will not be allowed to continue to play until his shoes have been changed. No sandals may be worn during the competition.

The Referee is the official score keeper and will announce the score at the start of each series.

OFFENSE

All offensive series will start at the 45 yd line. The offense must have 3 players on the line of scrimmage at the start of each play. (The center and two receivers)

The offense will have 3 downs to gain a 15yds to obtain a new 1st down. Once the offense has advanced the ball inside the 15yd line they will then have 4 downs to score.

The ball must be snapped by a center through his legs to a quarterback. The center is an eligible receiver and may catch the ball on any play!

You may have one running play per 3 downs. Each first down constitutes a new set of 3 downs. In order to run the ball you must have no less than two exchanges of the ball, i.e. the center snaps the ball to the quarterback (one exchange) the quarterback hands the ball to the runner (two exchanges).

A muffed snap is NOT a fumble, however a bad hand off is. In the event of a fumble the ball is immediately considered down at that spot and the offense retains possession unless the ball is fumbled behind the 45 yd line and then it is a safety.

The ball may be handed backwards or sideways, but not forwards. Penalty is a dead ball, loss of down

All passes may travel in any direction but must travel at least 1 yd through the air. If a pass is thrown backwards and is not caught it is considered a fumble and is down at that spot. When in doubt if the pass was backwards or not the referee will assume it is forward and will be incomplete.

Once the ball is snapped the quarterback will be given 7 seconds to “get rid of the ball” (pass or hand off). If the QB takes more than 7 seconds the play will be allowed to continue, but the referee will signal 7 seconds and will be considered a sack for no gain and loss of down, unless the defense intercepts the ball and then there will be a change of possession.

Defense is allowed to rush. The QB may NOT run. If he is rushed he must pass or handoff the ball.

THIS IS A NON CONTACT GAME - NO BLOCKING OR SCREENING FOR BALL CARRIER IS ALLOWED!!!

MOVING THE BALL

The ball will be placed at the 45yd line to start all possessions. The team has 3 downs to gain 15yds or more to obtain a new set of downs. If the offense has not gained a 15yd mark after 3 downs it is a turnover and the opposing team takes over possession at the 45yd line. Each team will have to provide a ball marker for while they are on offense, this may be a playbook, a bean bag a hat, or anything that is relatively small in size and does not pose any serious danger to players on the field.

The center is responsible for re-setting the ball after each play. The official will help with the accuracy of the spot.

AGAIN, THIS IS A NON CONTACT GAME –
NO BLOCKING, CHUCKING, OR SCREENING

DEFENSE:

6 Players on defense, one may rush the quarterback on 1st or 3rd downs only, defense has one rush per series. In order to down a player you may touch them with one or both hands anywhere on the body below the neck, any touches above the neck will be constituted as a personal foul at the referee’s discretion and will result in a 5yd penalty and automatic 1st down.

If the defense sacks the QB behind the 45 yd line, it will result in a 2pt safety for the defensive team. And like all other forms of football the defensive team then gains possession of the ball at the 45yd line.

If the defense intercepts the ball it is returnable for a touchdown. If any player blocks or screens for the interceptor the ball will be declared dead but the defensive team retains possession at the 45yd line 1st down. If the player successfully crosses the 45 yd line it is a touchdown and a PAT should be tried.

SPECIAL RULES TO REMEMBER

- 1.No blocking or screening. All defensive players must stop and allow full access to a player who has intercepted the ball.
- 2.Receiver/ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing, or striking will be penalized with a 5 yd penalty added to the end of the run and an automatic 1st down. The player responsible may be ejected from play for rest of camp.)
- 3.Fumbles are dead balls at the spot of the fumble with the last team possessing the ball retaining possession. A muffed snap is not a fumble and the 7.0 sec rule is still in effect.
- 4.The QB has 7 sec to pass or hand off the ball. If he hands off the ball and you have already used your run for that series the 7 sec count continues to run.
- 5.Each team will have 40 seconds to snap the ball from the time the whistle is blown for previous play to be over, delay of game penalty is 5yds if the ball is at the 45 it will be a loss of down.
- 6.Defensive pass interference will be spot foul or 10 yards whichever comes first, automatic first down.
- 7.Responsibility to avoid contact rests with the defense. No chucking, bumping or grabbing the receiver. These result in a 5yd penalty added to the end of the play and automatic 1st down.
- 8.Offensive pass interference is a 10yd penalty. If ball is at the 45 yd line it is a loss of down.
- 9.Offensive team is responsible for retrieving and returning the ball to the spot for the next down.
10. The ball must be snapped between the centers legs.
11. No taunting or trash talk will be tolerated. 5 yd Penalty. (Ejection at the referee’s discretion)
12. Four down territory occurs once the ball has moved inside the 15 yd line.

13. A first down is gained when a team passes any of the 15 yd marks (so a team could end up with a 1st and 1yd to go if they gain 29 yds on a play from the 45).
14. Fighting- anyone fighting will be ejected and sent the camp commander for further discipline.
15. Any dead ball foul against the defense but will still allow the defense to retain possession will result in their team starting with a loss of down, i.e. taunting after the offense fails to gain 1st down on a 3rd down try results in 2nd down and 15 at the 45yd line for the team that was on defense.

OVERTIME RULES

If the score is tied at the end of regulation, first possession will be decided by a coin flip. Winner of the toss decides who is on offense first. Teams will alternate 4 down series from the 15 yard line. A winner is decided when one team scores during its possession and the other does not. If 2 or more overtimes are needed each team must try for two points on the conversion attempts.

Injuries: If a player is injured during play the referee will begin to sharply blast his whistle repeatedly to gain the attention of the official time keeper. All players are to move away from injured player and take a knee so that medical staff can attend to him.

SCORING

Touchdown	6pts
Point after attempts	1pt from the 3yd line, 2pts from the 10yd line
Safety	2 pts and Possession of ball

Teams that score will be asked if they want to go for one or two once that decision is made it is final and the ball will be marked ready for play.

DISC (FRISBEE) GOLF

Objective: Disc Golf is played like traditional “ball” golf, but with flying discs instead of balls and clubs. One point (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

Course Map: A course map, scorecard, and limited number of discs will be available at the camp store. Bringing your own discs is highly recommended (though not required). Any manually propelled discs will be permitted. Upon completion of the course, return the scorecard and any borrowed discs to the Camp Store.

Tee Throw: We will use the Camp Williams Land NAV course posts as our Tees AND Holes. Tee throws must be completed within 10 feet of the post.

Lie

The lie is the spot where the player’s previous throw has landed. The player’s subsequent throw is made from directly behind the lie.

Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 yards of the target. Any shot within 10 yards of the target requires that the player not move past the lie until the disc is at rest.

Completion of Hole

A disc that hits any part of the NAV post constitutes successful completion of that hole.

Unplayable Lie

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation. Relocation of a disc in an unplayable lie incurs a penalty of one additional stroke on that hole.

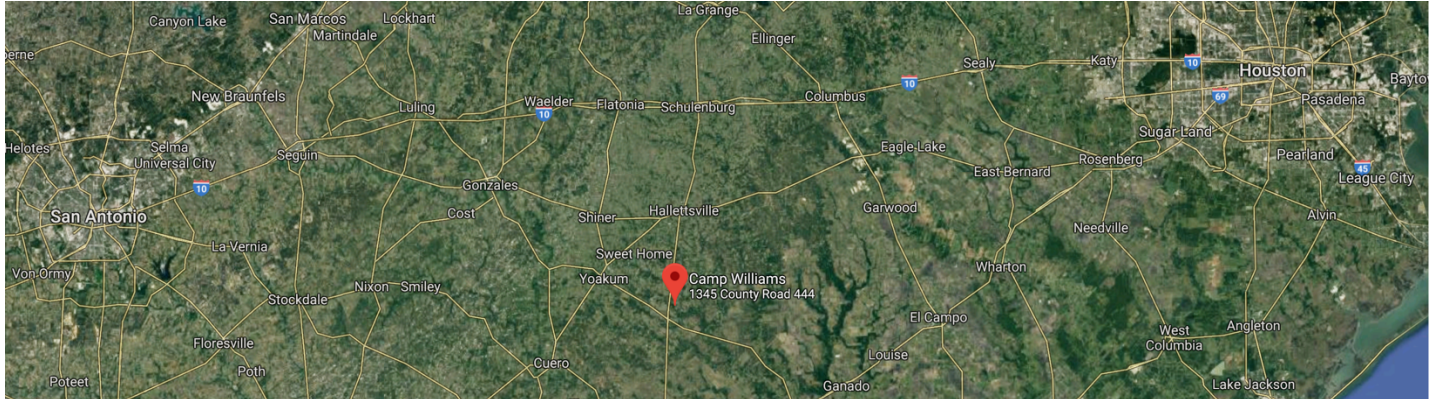
Scoring

Each player records his own score for each hole on a score card. Add one point for each throw and one additional point as a penalty for relocating your disc from an unplayable lie. Your goal is to get the lowest score you can.

POWWOW MAP

This year's Powwow will be held at the South Texas Royal Rangers Campground known as "Camp Williams" South of Hallettsville Texas. The map below is for general reference. A more detailed map and directions will be available on STXRoyalRangers.com.

1345 County Road 444, Hallettsville, TX



NOTE: The bridge crossing Clark's Creek is being reconstructed and will be unpassable until summer 2019. Groups are encouraged to take Highway 77 to CR 531 to CR 444. Detailed maps will be available on STXRoyalRangers.com

SPECIAL POLICY NOTES TO LEADERS

CHARTERING: Powwow is open to chartered and unchartered outposts and groups. Outposts and individuals attending Powwow who plan to charter need to do so prior to submitting their pre-registration to be eligible for applicable discounts. Charter status will be determined on the date of submission/postmark. **NOTE: Chartered outposts will receive chartered discount pricing for boys and leaders up to the number of each chartered for the current year. Additional attendees, including visitors, will be charged the non-chartered price.**

PARTICIPATION/VISITORS: Powwow has been designed for Discovery, Adventure, Expedition Rangers and male leaders. Pastors, outpost committee members, dads, deacons, and other leaders are welcome to attend, but must be listed on the “STXRR 2019 CERTIFIED WORKER FORM” in the forms section. All adults 18 years of age and older that attend must be listed and approved via signature from a pastor on behalf of the leader’s church. *Ladies are welcome to participate during the Saturday visiting hours listed on the camp schedule. For privacy reasons, we ask that female visitors remain outside of the camping areas at all times. Visitors are required to comply with all camp rules at all times.*

CONDUCT: There will be absolutely no tobacco, alcohol, or illegal drug use or possession tolerated at any time. The pond is off limits except when specifically permitted and supervised by a **Powwow staff member** during specified games and activities. Please make outpost visitors aware of these guidelines. Leaders are expected to monitor the behavior and location of their group at all times. The Head Security Officer and FCF “Old Timers” will also be patrolling the area to ensure safety and to enforce the nightly curfew. There will be State

Certified Peace Officers available for any security situations that may arise. **No concealed or open carry is permitted at Powwow.** We reserve the right to ask any visitor, participant or staff member to exit the premises for any conduct we deem unacceptable. No refunds will be issued.

DAY PASSES: We are once again offering a day pass option this year for those who want to come out and spend the day Friday or Saturday. Participants who register for a day pass will still have their scores counted in competitions, receive a patch, and enjoy 2 meals from the Grill. Adults who are not staying overnight will not be required to pre-register to be issued a day pass. Day passes for leaders, Discovery, Adventure and Expedition Rangers and other guests are \$25 for chartered outposts and \$30 for non-chartered outposts. Day pass and visitor hours include:

FRIDAY - 10 AM until the evening service ends

SATURDAY - 9 AM til after the Crossover ceremony

RANGER KID ACTIVITIES: Ranger Kids and their leaders will also find several activities specifically designed for them on Saturday. Ranger Kids are encouraged to attend Saturday and take part in all the age-appropriate activities. **Chartered Ranger Kids will be admitted for a \$20 registration fee (\$23 for unchartered Ranger Kids)** which will include one (1) Powwow patch, (1) Powwow T-shirt (*guaranteed if registered by Fri, April 12*) and participation in the Ranger Kid activities and services. **Just like those purchasing a day pass, Ranger Kids who register will receive 2 meals.** Hours for Ranger Kids are 9 AM until immediately following the Saturday evening service.

ARRIVAL AND DEPARTURE: Please do not plan to arrive at Powwow prior to 10:00 am on Friday. All

outposts should plan to leave the area no later than 2:00 pm on Sunday. All campsites will be inspected and approved by a camp staff member (or appointee) before your outpost will be able to leave the property. We are stewards of the land that the Lord has allowed us to utilize and want to treat it as such.

PATROL/OUTPOST INSIGNIA: Please bring your groups' patrol insignias to Powwow and carry them to all group meetings. We will have patrol insignia judging as an outpost competition. Judging will occur during Sunday School by the Powwow staff.

LEAVING DURING CAMP: Boys will not be allowed to leave the Powwow site until the conclusion of camp. In case of an emergency, please notify a Powwow staff member. Those leaving must notify the registration staff.

PROVISIONS: Each outpost should provide its own water, shelter, and other necessary items or make arrangements with another outpost/group to assist.

CAMPFIRES: Ground fires are allowed at outpost campsites during Powwow. This is subject to the county issuing a burn ban. If Lavaca county does issue a burn ban, all ground fires will be prohibited and all fires will need to be contained. The only exception will be the evening council fires.

EXCAVATION, TREE CUTTING AND CLEAN UP: Do not cut or damage any standing/live trees, bushes or other vegetation. Please clean up your campsite before leaving and please plan to carry waste back with you at the conclusion of Powwow. All unburned firewood should be moved into the woods (not left in field), all holes should be completely filled. As we are guests, leave everything better than you found it!

WATER: Water will be provided at spigots in camp. Encourage your boys to bring canteens or other portable water containers during the activities.

RESTROOMS: Portable restrooms will be set up strategically throughout the camp in high-traffic areas. One restroom will be reserved for ladies visiting the camp. Please respect this policy and ensure that all facilities are kept clean and proper behavior is exhibited near the restrooms.

DRESS: **Please plan to wear the 2019 Powwow t-shirt on Saturday that was provided to registered overnight campers.** Boys and leaders are encouraged to wear their outpost's uniform (dress khaki, utility, special) at morning assemblies. During meals and activities, jeans or long pants are acceptable. Since Spring weather in South Texas is difficult to predict, prepare boys for warm, wet and cool weather.

ASSEMBLY ATTENDANCE: Attendance at evening Council Fire services is mandatory and **will be enforced.** Because we are the boys' examples, we ask that leaders attend all the general events with their boys. During evening services, there is no need to keep a leader at the campsite as security will be on patrol. The main purpose of Powwow is the spiritual emphasis that takes place during the evening services and throughout the event between the boys and leaders. Making sure you and your boys are at the evening service will ensure the Holy Spirit has the opportunity to move in each life. What a privilege!

FIREARMS AND FIREWORKS: WE DO NOT PERMIT INDIVIDUALS TO BRING FIREARMS INCLUDING CONCEALED HANDGUNS, AMMUNITION OR FIREWORKS OF ANY KIND TO POWWOW FOR ANY REASON. Firearms for shooting sports events will be provided by the district. There are two exceptions to this rule:

- 1) The designated State Certified Police Officer who is head of Powwow security.
- 2) FCF Members displaying firearms at the FCF Village and/or firearms to be used as part of an FCF Outfit. Ammunition or black powder will not be

allowed at Powwow. All firearms used in pageants shall be inspected by the Shooting Sports Coordinator or a person designated by him.

TOOLS/ELECTRONICS: Only hand tools should be used to prepare your campsite. Mowers and all other power tools are prohibited for safety reasons. No double-bit axes are allowed at Powwow.

Electronic devices will be allowed. We would ask that leaders encourage their boys to use their phones and other devices to share their Powwow experience via social media such as Facebook, Twitter and Instagram. More information will be given before and during Powwow. We ask that leaders assist in ensuring devices are not used for entertainment purposes such as gaming/movie watching or during inappropriate times such as altar services, Sunday School, devotions or after “lights out”. Leaders should be aware of boys who may use devices to

access potentially inappropriate content and limit access as necessary.

VEHICLES: Vehicles and all trailers are not to be left in the camping area for any reason. **After arriving, you have a maximum of two (2) hours to remove all vehicles and trailers and park them only in the designated parking area. Security will enforce the time limits and parking locations.** No vehicles are to be driven during the camp (for safety reasons). Exceptions include emergency and staff vehicles. Any other exceptions **must be approved** by the district director and all designated vehicles must display a necessary staff placard on the dash.

CAMPsites: All age groups will camp in one area as an outpost. You are encouraged to camp by age groups (Discovery Rangers, Adventure Rangers, and Expedition Rangers) within the Outpost campsite and promote the patrol system as much as possible. Adults are not to sleep in tents with minors.